IN THE SPECIFICATION

Please amend the specification as follows:

The paragraph beginning at page 1, line 5 is amended as follows:

This application claims the benefit of United States Provisional Patent Application serial no. 60/450,420, entitled "GAME UPDATE SERVICE IN THE SERVICE-ORIENTED GAMING NETWORK ENVIRONMENT", filed February 26, 2003; and is related to United States Patent Application serial no. 10/788,903, entitled "A SERVICE-ORIENTED GAMING NETWORK ENVIRONMENT", <Attorney Docket 1842.020US1>, filed on the same day and assigned to the same assignee as the present application; each of which are hereby incorporated by reference herein for all purposes.

The paragraph beginning at page 3, line 24 is amended as follows:

FIGs. 5A and 5B are flow diagrams illustrating methods and message flow for [[a]] providing a game update service according to embodiments of the invention.

The paragraph beginning at page 7, line 11 is amended as follows:

The Customer Property [[16]] 216 contains gaming machines 10, which in some embodiments allow remote updates and configuration through a network interface on the gaming machine. In some embodiments, a Boot Server 234 contains a DHCP service that facilitates the distribution of IP addressing to the gaming machines 10. It should be noted that any device capable of supporting a wagering game could be substituted for gaming machine 10. For example, a personal or laptop computer executing a wagering game may participate in the gaming network using the services described below.

The paragraph beginning at page 11, line 21 is amended as follows:

Discovery Agency 306 comprises a searchable set of service descriptions where service providers 304 publish their service description(s) 324 and service location(s) 326. The service discovery agency 306 can be centralized or distributed. A discovery agency 306 can support both patterns where service descriptions [[322]] 324 are sent to discovery agency 306 and patterns

where the discovery agency 306 actively inspects public service providers 304 for service descriptions [[322]] 324. Service requestors 302 may find services and obtain binding information (in the service descriptions 324) during development for static binding, or during execution for dynamic binding. In some embodiments, for example in statically bound service requestors, the service discovery agent may be an optional role in the framework architecture, as a service provider 304 can send the service description [[322]] 324 directly to service requestor 302. Likewise, service requestors 302 can obtain a service description 324 from other sources besides a discovery agency 306, such as a local file system, FTP site, URL, or WSDL document.

The paragraph beginning at page 14, line 10 is amended as follows:

Publish interaction 330 provides a mechanism for a service to be made accessible by other entities in the gaming network environment. In order to be accessible, a service needs to publish its description such that the requestor can subsequently find it. Where it is published can vary depending upon the requirements of the application. A service description [[322]] 324 can be published using a variety of mechanisms known in the art. The various mechanisms used by the varying embodiments of the invention provide different capabilities depending on how dynamic the application using the service is intended to be. The service description may be published to multiple service registries using several different mechanisms. The simplest case is a direct publish. A direct publish means the service provider sends the service description directly to the service requestor. In this case the service requestor may maintain a local copy of the service description [[322]] 324.

The paragraph beginning at page 17, line 1 is amended as follows:

After a service has been published 330 and discovered 332, the service may be invoked so that a service requestor and service provider may interact 334. In the interact operation 334, the service requestor invokes or initiates an interaction with the service at runtime using the binding details in the service description [[322]] 324 to locate, contact, and invoke the service. Examples of service interactions 334 include: single message one way, broadcast from requester to many services, a multi message conversation, or a business process. Any of these types of interactions can be synchronous or asynchronous requests.